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Title: Rare Spells I

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\*on the page is an  
embossed image of a  
pentagram\*

Devastation

In Vas Corp

Reagents: Bat Wings,  
Brimstone, Blackmoor,  
Dragon's Blood,  
Executioner's Hood,  
Pig Iron, Serpent's  
Scale

This spell is the  
earlier, experimental  
form of the  
Armageddon spell. I  
suspect that it is  
strong enough to wipe  
out cities and areas  
the size of Britain.

Confusion Blast

An Wis

Reagents: Bat Wings,  
Brimstone, Eye of  
Newt, Obsidian,  
Serpent's Scale

This spell is merely  
a magical form of  
enticement, however, it  
also serves to confuse  
it's target, many  
times causing them to  
turn and attack their  
own loved ones.

Golem

Kal Vas Zu Xen

Reagents: Blackmoor,  
Bone, Dead Wood,  
Fertile Dirt, Vial of  
Blood

Much like the spell  
to summon an earth

elemental, except the golem tends to be more powerful and able to cause wide-spread chaos.

Withstand Death  
An Ex Corp  
Reagents: Blackmoor,  
Dead Wood

Causes the target to withstand deathblows and thereby live longer. Probably an earlier form of resurrection.

Grant Peace  
An Kal  
Reagents: Blackmoor,  
Executioner's Hood

An earlier version of dispel, but can also be used to confuse the living.

Meteor Shower  
In Vas Ylem  
Reagents: Blackmoor,  
Fertile Dirt, Serpent's  
Scale, Volcanic Ash  
A more powerful  
version of meteor  
swarm with a greater  
radius.

Armageddon  
Kal Jux Nox Corp  
Reagents: Blackrock,  
Wyrms Heart,  
Volcanic Ash,  
Serpent's Scale,  
Dragon's Blood

The Armageddon spell.  
We all know what  
happened last time.

Summon Dead  
Kal Corp  
Reagents: Bone, Dead  
Wood, Vial of Blood

Raises the dead.

Death Speak  
Ort Corp Wis  
Reagents: Bone, Vial  
of Blood

Allows caster to  
communicate with the  
ancient necromancers.

Armor of Flames  
Vas Flam Sanct  
Reagents: Brimstone,  
Obsidian, Pig Iron  
Summons a pillar of  
flames to protect the  
caster.